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1 Computational photography

Video files associated with this course are available from the cit

Ramesh Raskar, Jack Tumblin

August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses

Publisher: ACM Request Permissions

Full text available: Pdf (21.56 MB)

Additional Information: [full citation](#), [appendix](#)

Bibliometrics: Downloads (6 Weeks): 21, Downloads (12 Months): 314, Citations

2 Real-time shadowing techniques

Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilg

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM Request Permissions

Full text available: Pdf (11.17 MB)

Additional Information: [full citation](#), [abstract](#), [c](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 183, Citations

Shadows heighten realism and provide important visual cues about the objects. But integration of robust shadow shadowing techniques in real-task. In this course on how shadows are incorporated ...

3 A gentle introduction to bilateral filtering and its applications

Sylvain Paris

August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses

Publisher: ACM Request Permissions

Full text available: Mov (100:20 MIN), Pdf (27.35 MB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 39, Downloads (12 Months): 474, Citations

- Image-based modeling and photo editing *Oh et al.* ACM SIGGRAPH course for Computing Machinery, Inc. Reprinted by permission. <http://doi.acm.org>. Fast bilateral filtering for the display of high-dynamic-range ...

4 Video object cut and paste

Yin Li, Jian Sun, Heung-Yeung Shum

July 2005 **SIGGRAPH '05**: SIGGRAPH 2005 Papers

Publisher: ACM Request Permissions

Full text available: Mov (20:8 MIN), Pdf (714.65 KB) Additional Information: [full citation](#), [index file](#)

Bibliometrics: Downloads (6 Weeks): 38, Downloads (12 Months): 304, Citations: 1

In this paper, we present a system for cutting a moving object out from a video sequence. The cut sequence can be pasted onto another video or a background image. To our knowledge, this is the first 3D graph cut based segmentation approach on ...

Keywords: graph cut, matting, tracking, video segmentation

Also published in:

July 2005 **Transactions on Graphics (TOG)** Volume 24 Issue 3

5 Image-driven simplification



Peter Lindstrom, Greg Turk

July 2006 **Transactions on Graphics (TOG)**, Volume 25 Issue 3

Publisher: ACM

Full text available: Pdf (1.98 MB)

Additional Information: full citation, abstract, keywords

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 85, Citations: 1

We introduce the notion of image-driven simplification, a framework that allows the user to specify portions of a model to simplify. This is a departure from approaches that make decisions based on geometry. ...

Keywords: image metrics, level-of-detail, polygonal simplification, visualization



6 Extracting depth and matte using a color-filtered aperture

Yosuke Bando, Bing-Yu Chen, Tomoyuki Nishita

December 2008 **SIGGRAPH Asia '08**: SIGGRAPH Asia 2008 papers

Publisher: ACM

Full text available: Mov (22:3 MIN), Pdf (4.70 MB)

Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 234, Citations: 1

This paper presents a method for automatically extracting a scene depth map from a single image by capturing a scene through RGB color filters placed in front of the camera. By dividing the aperture into three regions through ...

Keywords: alpha matting, color correlation, color filters, computational photography, depth estimation

Also published in:

December 2008 **Transactions on Graphics (TOG)** Volume 27 Issue 5



7 Modern approaches to augmented reality

Video files associated with this course are available from the citation

Oliver Bimber, Ramesh Raskar

August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses

Publisher: ACM


Full text available: Pdf (46.17 MB)

Additional Information: full citation, appendices, references, index term

Bibliometrics: Downloads (6 Weeks): 133, Downloads (12 Months): 1136, Citations: 1

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its will present examples of state-of-the-art display configurations, appropriate techniques, details about hardware and software ...

8 Layered depth images



 Jonathan Shade, Steven Gortler, Li-wei He, Richard Szeliski
July 1998 **SIGGRAPH '98**: Proceedings of the 25th annual conference on interactive techniques

Publisher: ACM  Request Permissions
Full text available:  Pdf (584.98 KB) Additional Information: full citation, references

Bibliometrics: Downloads (6 Weeks): 27, Downloads (12 Months): 210, Citations: 1

9 Real-time shading


 Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool,
August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM  Request Permissions
Full text available:  Pdf (7.39 MB) Additional Information: full citation, abstract, citations

Bibliometrics: Downloads (6 Weeks): 39, Downloads (12 Months): 605, Citations: 1

Real-time procedural shading was once seen as a distant dream. When was offered four years ago, real-time shading was possible, but only with combining the effects of tens to hundreds of rendering ...

10 The elements of nature: interactive and realistic techniques


 Oliver Deussen, David S. Ebert, Ron Fedkiw, E. Kenton Musgrave, Przemyslaw Jos Stam, Jerry Tessendorf
August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes



Publisher: ACM  Request Permissions
Full text available:  Pdf (17.65 MB) Additional Information: full citation, abstract, citations

Bibliometrics: Downloads (6 Weeks): 141, Downloads (12 Months): 1378, Citations: 1

This updated course on simulating natural phenomena will cover the latest techniques for simulating most of the elements of nature. The presentation includes production, interactive simulation, and research perspectives ...

11 Compressive light transport sensing

 Pieter Peers, Dhruv K. Mahajan, Bruce Lamond, Abhijit Ghosh, Wojciech J. Paul Debevec
January 2009 **Transactions on Graphics (TOG)** , Volume 28 Issue 1


Publisher: ACM  Request Permissions
Full text available:  Pdf (26.57 MB) Additional Information: full citation, abstract, citations

Bibliometrics: Downloads (6 Weeks): 35, Downloads (12 Months): 288, Citations: 1

In this article we propose a new framework for capturing light transport the recently developed theory of compressive sensing. Compressive sensing provides a mathematical framework to infer a sparse signal from a limited ...


Keywords: Image-based relighting, compressive sensing

12 Modern approaches to augmented reality

 Oliver Bimber, Rameshaskar

July 2005 **SIGGRAPH '05: SIGGRAPH 2005 Courses**

Publisher: ACM  [Request Permissions](#)


Full text available:  Pdf (48.93 MB)

[Additional Information: full citation, abstract, &](#)

Bibliometrics: Downloads (6 Weeks): 60, Downloads (12 Months): 542, Citation


This tutorial discusses the Spatial Augmented Reality (SAR) concept, its will present examples of state-of-the-art display configurations, appropriate techniques, details about hardware and software ...

13 The epipolar occlusion camera

 Paul Rosen, Voicu Popescu

February 2008 **13D '08: Proceedings of the 2008 symposium on Interactive**

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (2.26 MB)


[Additional Information: full citation, abstract, &](#)

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 67, Citation

A depth image constructed with a pinhole camera suffers from disocclusion. viewpoint translation exposes samples not visible from the original view solution to employ additional depth images is inefficient. ...

Keywords: disocclusion errors, non-pinhole camera


14 Introduction

 **Some Course 5 presentations are available on the introduction**

Paul Debevec, Erik Reinhard, Greg Ward, Karol Myszkowski, Helge Seetzen, McTaggart, Drew Hess

July 2006 **SIGGRAPH '06: SIGGRAPH 2006 Courses**

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (11.64 MB)

[Additional Information: full citation, appendix](#)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 170, Citation

15 Human visual perception of region warping distortions

Yang-Wai Chow, Ronald Posa, Matthew Regan, James Phillips

January 2006 **ACSC '06: Proceedings of the 29th Australasian Computer Science Conference**, Volume 48

Publisher: Australian Computer Society, Inc.

Full text available:  Pdf (378.55 KB)


[Additional Information: full citation, abstract, &](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 14, Citation

Interactive virtual reality requires at least 60 frames per second in order to have a good immersive experience, it is also necessary to have low end-to-end interaction does not suffer from perceptible delays ...


Keywords: address recalculation pipeline, object segmentation, priority tearing artefacts, visual perception

16 [GPGPU: general purpose computation on graphics hardware](#)

 David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ja Lefohn

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes


Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (63.03 MB) Additional Information: [full citation](#), [abstract](#), [c](#)



Bibliometrics: Downloads (6 Weeks): 125, Downloads (12 Months): 1421, Citi

The graphics processor (GPU) on today's commodity video cards has ev powerful and flexible processor. The latest graphics architectures provid bandwidth and computational horsepower, with fully programmable ver

17 [Communications of the ACM: Volume 52 Issue 2](#)


 February 2009 Communications of the ACM

Publisher: ACM



Full text available:  [Digital Edition](#),  [Pdf](#) (7.09 MB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 446, Downloads (12 Months): 3256, Citi

18 [Communications of the ACM: Volume 51 Issue 10](#)

 October 2008 Communications of the ACM

Publisher: ACM

Full text available:  [Digital Edition](#),  [Pdf](#) (7.16 MB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 278, Downloads (12 Months): 3414, Citi

19 [Free-viewpoint video of human actors](#)

 Joel Carranza, Christian Theobalt, Marcus A. Magnor, Hans-Peter Seidel

July 2003 **SIGGRAPH '03**: SIGGRAPH 2003 Papers

Publisher: ACM  [Request Permissions](#)

Full text available:  [Mov](#) (26:19 MIN),  [Pdf](#) (5.99 MB) Additional Information: [full citation](#), [index term](#)

Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 196, Citati

In free-viewpoint video, the viewer can interactively choose his viewpoi action of a dynamic real-world scene from arbitrary perspectives. The h plays a central role in most visual media and its structure ...

Keywords: body model, human motion capture, image-based renderin

Also published in:

July 2003 **Transactions on Graphics (TOG)** Volume 22 Issue 3

20 [Motion-invariant photography](#)




 Anat Levin, Peter Sand, Taeg Sang Cho, Frédéric Durand, William T. Freeman

August 2008 **SIGGRAPH '08**: SIGGRAPH 2008 papers

Publisher: ACM  [Request Permissions](#)

Full text available:

Additional I

 FLV (27:7 MIN),  MOV (26:57 MIN),  PDF (21.90 MB)

Bibliometrics: Downloads (6 Weeks): 51, Downloads (12 Months): 459, Citations: 0

Object motion during camera exposure often leads to noticeable blurring. This blur is challenging because the blur kernel is unknown, varies over object velocity, and destroys high frequencies. ...

Keywords: coded imaging, computational photography, motion deblurring

Also published in:

August 2008 **Transactions on Graphics (TOG)** Volume 27 Issue 3

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